初音ミク
HATSUNE MIKU
Project DIVA f

Instruction Manual

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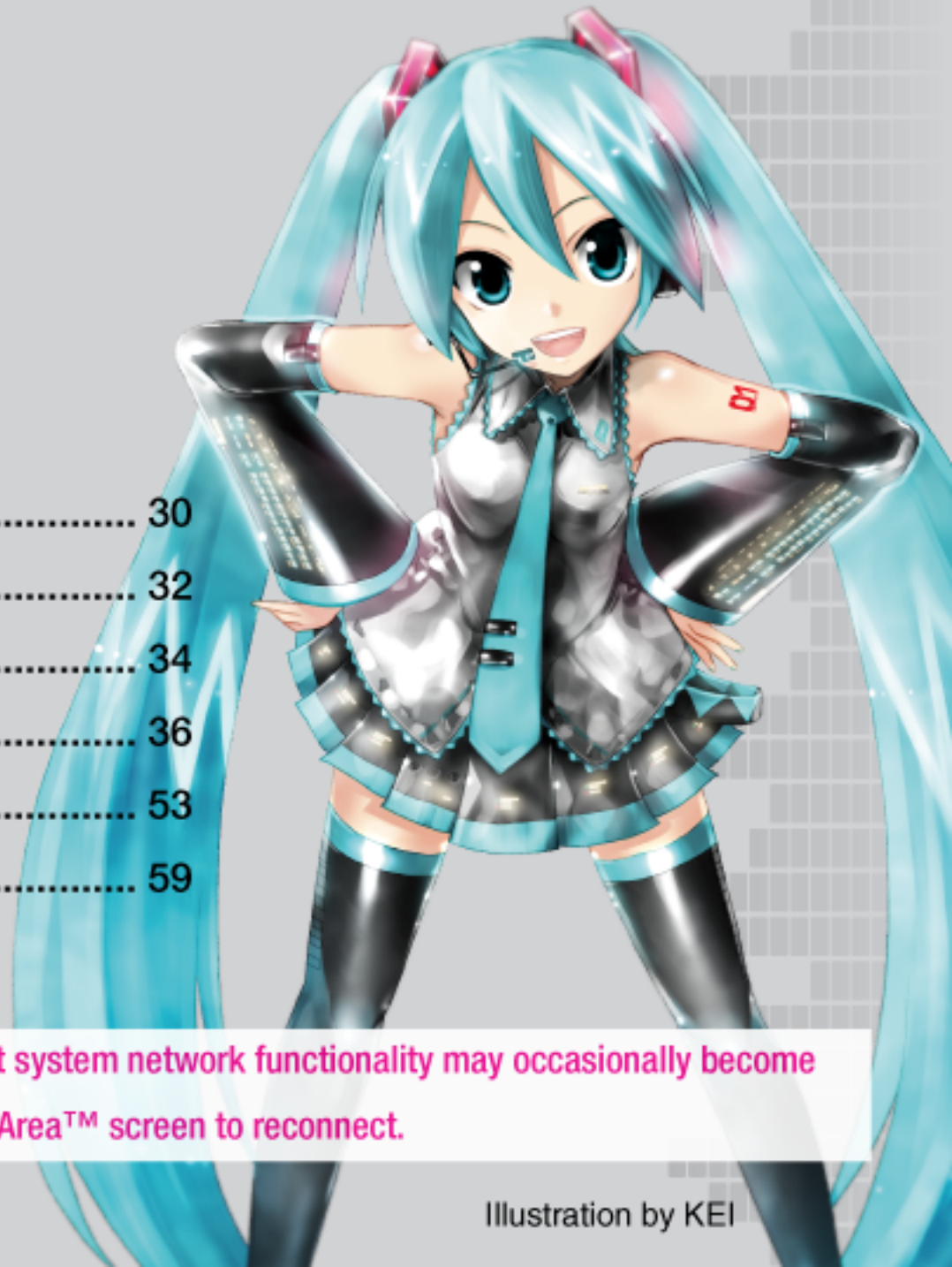


✱ With the exception of some modes, the PlayStation®Vita handheld entertainment system network functionality may occasionally become inactive. An alert will be displayed onscreen when this occurs. Return to the LiveArea™ screen to reconnect.

Illustration by KEI

3 CHARACTERS

Hatsune
Miku

Kagamine
Rin

Kagamine
Len

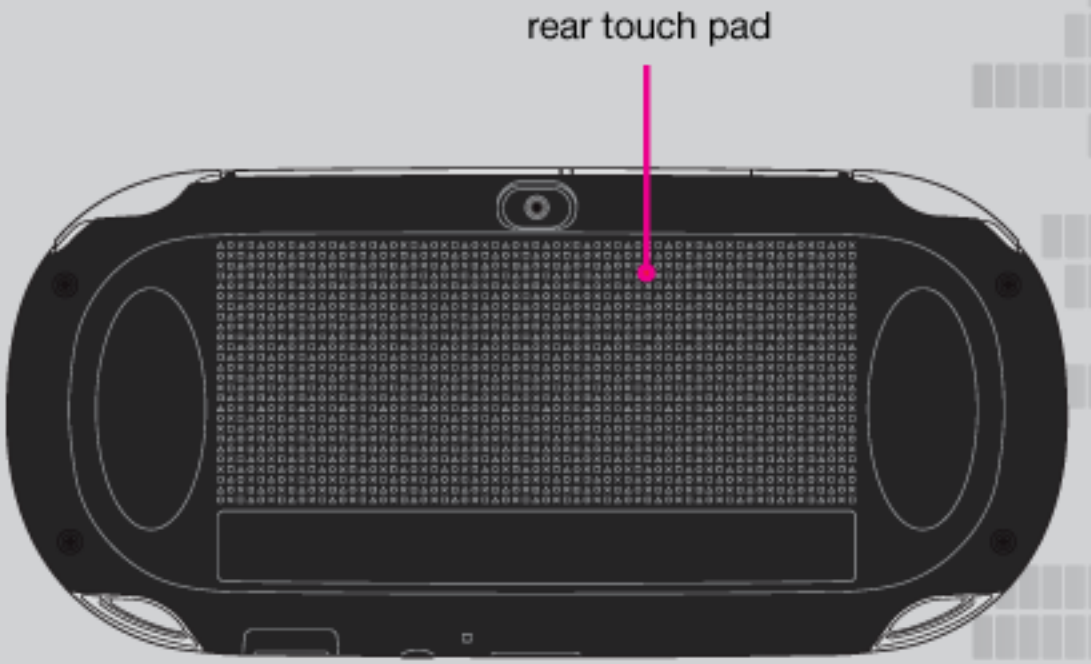
4 CHARACTERS

Megurine
Luka

Kaito

Meiko

5 CONTROLS

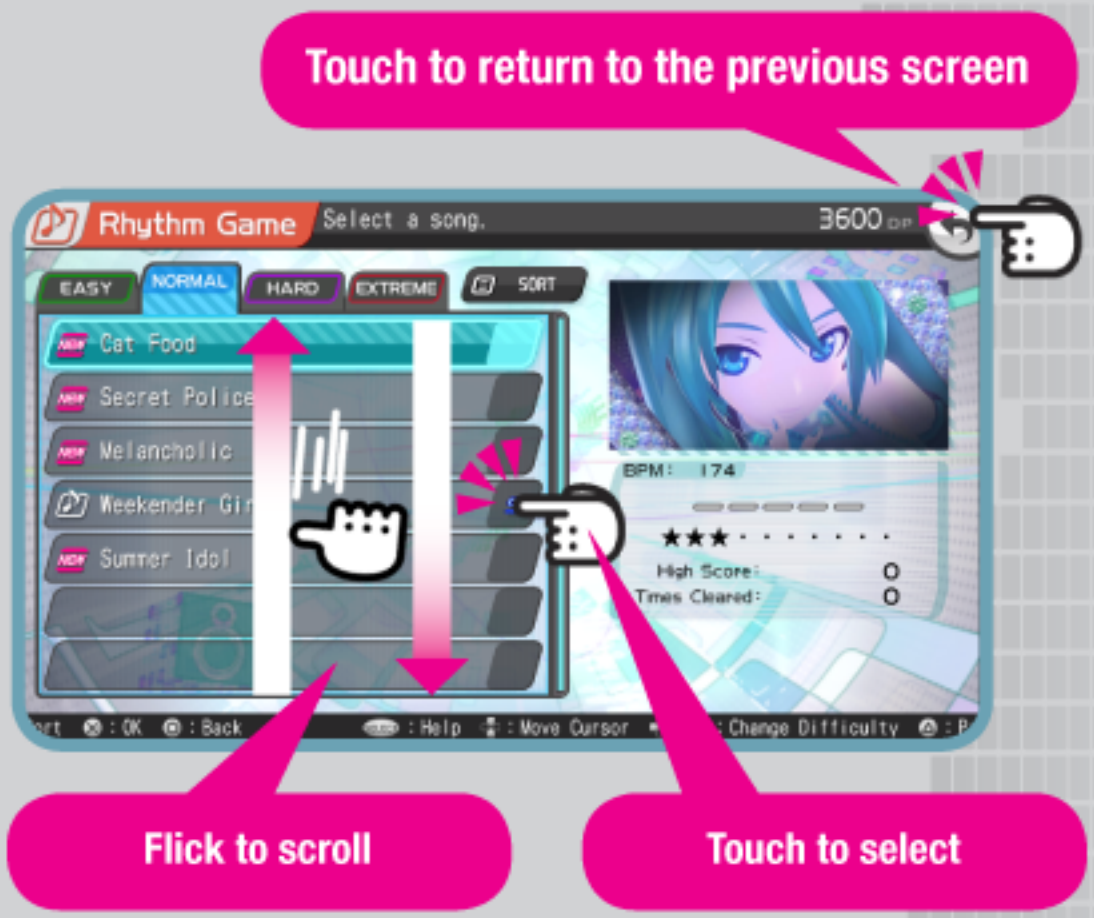


✱ Use of the rear touch pad during “Rhythm Game” can be set in “Other”, as described on p.34.

Menu Controls

Use the directional buttons to select menu items, or touch/flick the screen (touchscreen) of your PlayStation®Vita handheld entertainment system to make a selection.

Please refer to the following for in-game controls:
- Rhythm Game ➜ p.11
- Edit Mode ➜ p.36
- Network ➜ p.53



7 CONTROLS

Other Controls

directional buttons	Make selection / Move cursor
left stick	Move camera or cursor inside the Diva Room and in other screens
right stick	Zoom camera inside the Diva Room and other locations
⊗ button	Confirm selection
○ button	Cancel / Return to previous screen
START button	Start game (Title Screen) / Pause game
R button	Switch selection or tab
L button	Switch selection or tab

* Please note that controls vary by game mode. Take a look at the guidance text at the bottom of each screen for other controls you can use.

Starting the Game

Press the START button at the title screen, and select “NEW GAME” or “LOAD GAME” to start playing. Select the mode that you wish to play at the Home Menu.

Taking Screenshots

Some modes allow you to take screenshots. Press the PS button together with the START button to save the screen to your memory card in JPEG format. In AR Mode, screenshots can be taken by pressing the R button.

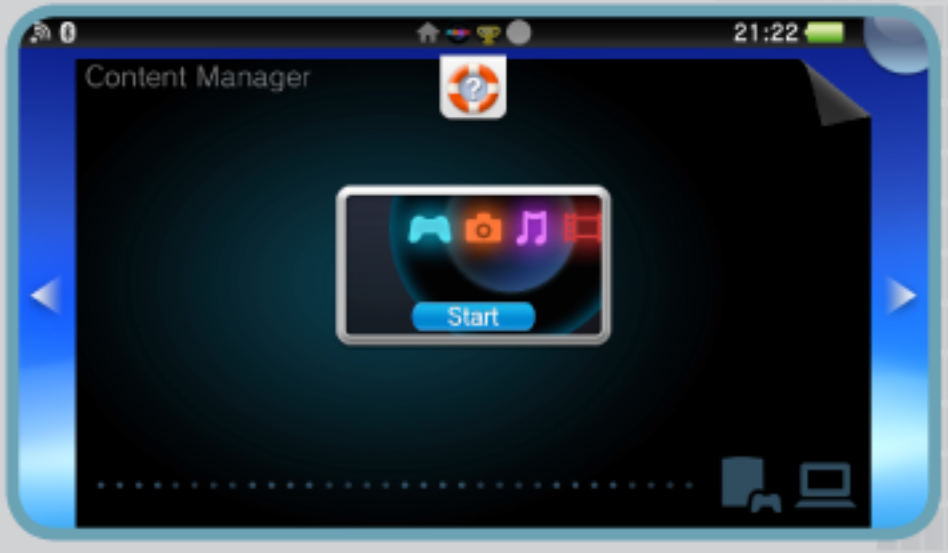
VIEWING SCREENSHOTS

To view screenshots, press the PS button to open the home screen, then select “Photo”.

* Pressing the PS button together with the START button to take a screenshot is a PlayStation®Vita system feature and could change in future system updates.

10 LOADING MP3 FILES

In certain modes, you can load your own MP3 tracks.



USING MP3s

You can save MP3 Files to your memory card via “Content Manager” at the PlayStation®Vita system home screen. For information on using “Content Manager” and other PlayStation®Vita functions, please refer to the User Guide Online Manual (http://manuals.playstation.net/document/) This game can only open “MPEG-1 Audio Layer 3” (MP3) format data files. MP3 files that you can play will be listed in the Diva Room, Edit Mode etc. in-game.

* Please use MP3 files at your own risk. SEGA cannot be held responsible for any damage or loss of data caused by misuse.

11 RHYTHM GAME

There are three variations of the Rhythm Game.

TUTORIAL

Teaches you how to play the Rhythm Game. Recommended for the first time you play.

RHYTHM GAME

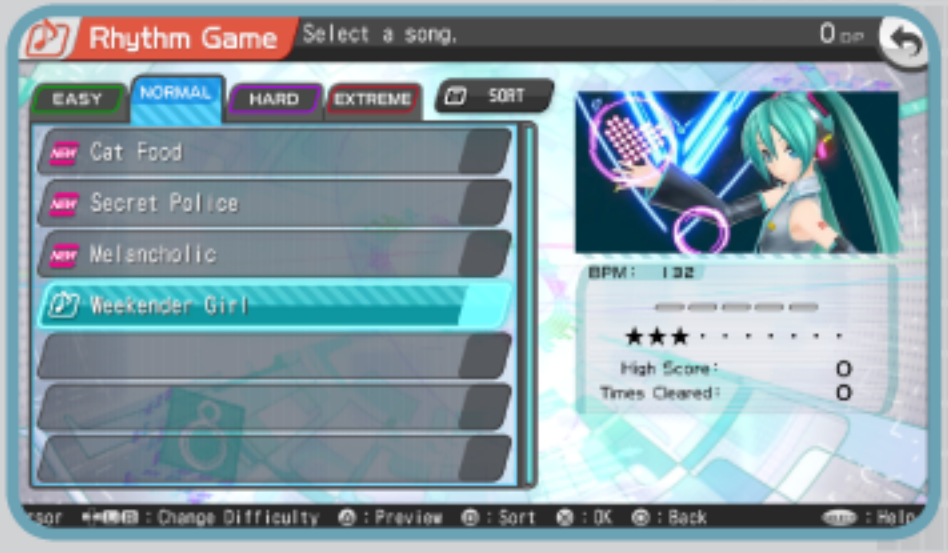
Choose a song to play. Clearing songs will unlock more songs and difficulty levels to choose from.

EDIT PLAY

Play using Edit Data you've created or downloaded. This option is only available when you have Edit Data saved.

12 RHYTHM GAME

Rhythm Game



Select a tab to choose a difficulty, and then choose a song you wish to attempt from the list. Flick or use the directional buttons to scroll.

Press the ■ button to sort songs by name or difficulty, and press the △ button to preview the selected song.

DIFFICULTY

Clearing a song's NORMAL level unlocks the HARD level.
Clearing HARD unlocks the EXTREME level.

13 RHYTHM GAME

Choose a song to display the following menu:

CUSTOMIZE

Here you can change your characters' costumes and accessories as you please. Items are purchased using Diva Points (DP).

WATCH VIDEO

View videos of songs you have cleared with a grade of STANDARD or higher.

START

At the prompt, select "YES" to proceed to the start screen. Here you can use "Rhythm Game Items" and customize button sounds.

Rhythm Game Items: Items that can help you through difficult parts of the game, or make the game more difficult. Use DP to use one of these items on a song. The item's effects will be applied automatically.

14 RHYTHM GAME

Game Screen

1. **Score:** You'll earn points based on timing and the length of your combos.
2. **Targets**
3. **Melody Icons**
4. **Timing Grade and Combo Count:** There are five levels of Timing Grades: COOL / GOOD / SAFE / BAD / AWFUL. COOL and GOOD grades build your combo. But watch out! Any grades lower than BAD deplete your Song Energy Gauge.

   * Pressing the wrong button at the right time (Red or Black COOL, GOOD, etc.) will give you a SAFE rank or lower, and this will break your combo.

5. **Song Energy Gauge:** This indicator fills up or drops in response to your Timing Grades. If this gauge reaches zero, the song will end.
6. **Grade Gauge:** This bar grows and changes color depending on your timing grades.

   LOUSY → STANDARD → GREAT → EXCELLENT → PERFECT

7. **Item In-use:** Shows the Rhythm Game Item you've selected when starting the game. These items can give you a helping hand while playing, or even raise a song's difficulty!

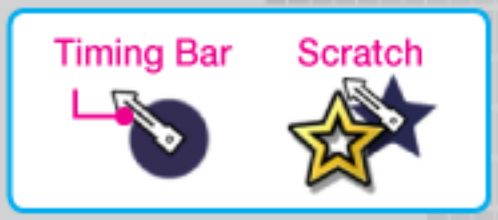
How To Play

Melody Icons will drift in from the sides of the screen after ○, ✕ and other targets appear. Press the corresponding action button when the Melody Icon reaches the target. For a ☆ Icon, scratch the touchscreen with your finger as the star hits the target.

If you miss a target, your Song Energy Gauge will drop, and your performer's vocals will start to break up. If the gauge reaches zero, you'll DROP X OUT and get a Game Over.

HITTING THE TARGET

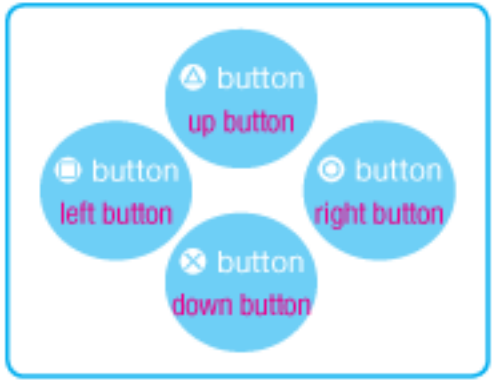
Melody Icons will reach their targets right when the Timing Bar (at right) points directly upwards. Push the button or scratch at the correct time to hit the target.



STANDARD TARGETS

The icons on the right will fly towards targets from every direction.

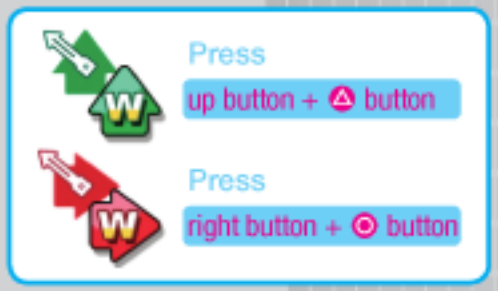
You can use the directional buttons instead of, or in tandem with the action buttons. For example, you can hit a ○ Target with either the ◉ button or the right button. Sometimes there will be lots of targets that you have to hit quickly in a combo. In this case, try alternating your button presses between the directional buttons and action buttons e.g. the ◉ button and the right button.



Double Targets and Long Targets

DOUBLE TARGETS

For Double Targets like those to the right, press both the directional button and action button indicated at the same time the Melody Icon hits the target.



LONG TARGETS

When you see an icon like this, press the required button as it hits its target, then hold it until the second icon arrives.

■ The Timing Bar for these melody icons has two hands. Press and hold the button when the first hand points up, and release it when the second hand points up.

Scratch Targets

When a ☆ Icon reaches its target, “scratch” the touchscreen by rubbing the tip of your finger back and forth, like a DJ scratching a record. You don’t have to scratch above the ☆ Icon—as long as the timing is correct, you can scratch anywhere on the screen. If there’s a series of stars coming up, try alternating your scratches left and right.

Technical Zone

In the Technical Zone, your objective is to get through a more challenging section of the song without losing your combo. The amount of notes remaining is displayed at the top left of the screen. If you keep getting COOL or GOOD grades, these remaining notes will disappear. On the other hand, if you drop your combo, you will fail the Technical Zone. When “Notes Left” reaches zero, “COMPLETE” will be displayed and you’ll receive a Score and Grade Point bonus.

Chance Time

When the frame at the top and bottom of the screen changes during a song, you've entered "Chance Time"! For this section of the track, your Song Energy Gauge remains fixed, and you can rack up a juicy bonus score.

Furthermore, if you can fill the ☆ gauge to MAX, and scratch at the final Chance Target (big yellow star) with GOOD or better timing, you'll see an extra animation event and get a bonus to your Grade Points. The higher your Grade Points, the higher your final Clear Grade (EXCELLENT, GREAT etc.)!

20 CUSTOMIZATION

After choosing a song, select “CUSTOMIZE” to customize your character’s appearance. Here you can choose which characters and modules to use for each song.

Select Module

Choose a Module from the list. In addition to Modules that change your character’s overall look, you can also choose different Customization Items for their head, back and other parts. Modules and Customization Items can be purchased at the Shop. You’ll unlock more items as you progress through the game.

✱ Some songs feature a guest performer slot. You won’t be able to edit this until you have the appropriate Modules.

Part Selection Menu

PREVIOUSLY USED MODULE

Switch to the last Module you used.

SWITCH

Use this option to switch the VOCAL and GUEST characters for songs featuring more than one performer. The face icon shown here indicates which character is the default choice for each song.

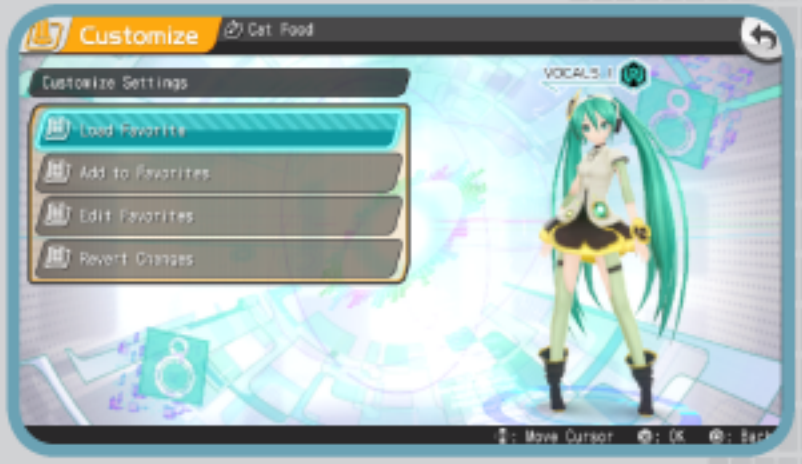
RECOMMENDED SET

Certain songs will have recommended Modules set in advance. Choose this option to try them out.

SET DEFAULT

Set all performers to their default Modules.

Customize Settings



LOAD FAVORITE

Load up combinations of Modules and Customization Items that you've marked as favorites.

ADD TO FAVORITES

This lets you add your current Module and Customization Items to your Favorites. Select a "NO_DATA" slot, then name your set and save. Selecting a slot with a set already saved will overwrite its contents.

EDIT FAVORITES

Use this option to change the display order of customizations you've favorited.

REVERT CHANGES

Reset your Module to its default settings. Not available in Edit Mode.

23 DIVA ROOM

Characters spend their private time in their own special Diva Rooms. Stop by to hang out and decorate their rooms in your favorite style. Watch the Affinity Gauge at the bottom right, which changes according to the communication, Gifts, and Item Events you share with the characters.

Touch the character to change to Communication Mode. Here you can do the following:

TOUCH

Rub your character's hair and face to create a bond. Mind your manners though—characters respond differently depending on where you touch them, and may even get angry!

MINI-GAMES

When you get better acquainted with a character, they may invite you to join them for a fun mini-game!

24 DIVA ROOM

Room Menu

Press the △ button to open the Room Menu.

REMODEL

Select a room theme and furnishings to customize the room's appearance.

CUSTOMIZE

Choose the Module your character will wear in their room. See CUSTOMIZATION (p.20) for more details.

ITEM EVENT

Watch Item Events that happen according to the Room Items you have placed. Not all items have an event.

25 DIVA ROOM

GIFTS

Give the character treats and various knick-knacks. Gifts can be purchased at the Shop.

GADGETS

Purchasing certain Room Items will unlock Gadgets. These items have fun or useful features. Try them out!

Alarm Clock: Plays a song you've selected at a time you set. You can select MP3s stored on your memory card (p.10) as well.

Kitchen Timer: Set an alarm that will go off after a specified amount of time.

* Exiting the Diva Room or switching off the PlayStation®Vita system with these gadgets set will cancel their settings. Likewise, using the PS button to enter the LiveArea™ screen or pressing the power button to enter standby mode will disable both.

26 DIVA ROOM

Jukebox: Enjoy a single song or create a playlist. Create a “New Playlist” the first time you use it, and enter a playlist name. To edit a list, select it and press the ⊗ button. Now you can add songs.

—Playlist Menu—

■ **Edit**
Add and remove songs from the selected playlist.

■ **Play**
Play the songs in the playlist. You can also set playback to: Shuffle, Repeat Song, or Repeat All.

■ **Change Name**
Change the name of the playlist.

■ **Delete**
Delete the current playlist. Once deleted, you cannot restore a playlist.

27 DIVA ROOM

TV: Register your favorite videos to a playlist and watch them in order. The Module you've most recently used in the Rhythm Game will be used in the videos.

Game Console: View the staff credits.

Art Gallery: Press the ✕ button to view acquired Load screens and OP movies. Pressing the ■ button sets the selected illustrations as the Load screen. Please note that as you progress through the game, newly unlocked Load screens may be displayed instead. Pressing the △ button and selecting "Set in Room" displays the selected illustration in the room monitor.

28 DIVA ROOM

EVENT COLLECTION

See a list of events that you've unlocked in the room.

AFFINITY

Check each character's current Affinity. You can raise their Affinity by giving them Gifts and using Communication Mode. New items may even become available when you level up a character's Affinity.

SWITCH ROOMS

Move to a different room. Please note that you will only unlock this option after fulfilling certain requirements in-game.

29 SHOP

At the Shop, you can use Diva Points (DP) to purchase Modules and Room Items.

MODULES / CUSTOMIZATION ITEMS

Buy Modules and Customization Items to change your performers' appearance. Once purchased, you can use these any time you like.

ROOM ITEMS

Buy furniture and other items to customize your rooms. To purchase multiple items, use the directional buttons or touch the + and – signs onscreen to increase or decrease the amount of that item.

GIFT ITEMS

Buy Gifts to give to your characters in their rooms. Use the directional buttons or touch the + and – signs onscreen to increase or decrease the number of gifts.

30 AR MODE

Enjoy live performances and capture screenshots.

To use this mode, you will need the AR Live Marker, which can be obtained at http://miku.sega.jp/f/en/.

AR Live

Enjoy a live performance in your everyday environment. Choose a song and read in the AR Live Marker with the rear camera. Please place the marker around 30cm from the rear camera. The positioning of the card will be picked up more accurately if there are objects and patterns around it. The accuracy of mapping is gauged by the number of glow sticks shown onscreen. You can also play Edit Data in AR Live Mode.

PHOTOGRAPHY

Press the R button during a performance to take and save a photo.

31 AR MODE

Portrait

Touch the icons to pose your character in lots of awesome poses!

Press the R button during a performance to take and save a photo.

1. **Customize:** Customize your character.
2. **Line of Sight:** Set whether or not the character will look at the camera.
3. **Shadow:** Set whether or not the character will cast a shadow.
4. **Orientation:** Choose a normal or reversed view of the character.
5. **Reset:** Reset the position of the camera.
6. **Set Pose:** Choose a pose, expression and mouth shape.
7. **Auto-Timer:** Choose whether or not to use the self timer. Set between OFF/2 seconds/10 seconds.
8. **Camera:** Choose the front or rear camera.
9. **Shutter:** Take the picture.

32 RECORDS

At the Records Menu, you can view comprehensive information about your play history, and set up your user profile.

GENERAL INFO

Check out your progress in the Rhythm Game, the number of times you've used each character, items you've unlocked, and other information.

INFO BY TRACK

Shows your clear grades for each track in each difficulty of the Rhythm Game.

TITLE LIST

You will unlock new titles as you proceed through the game. Here you can check out the titles you've unlocked.

MY PROFILE

Enter your user profile here. This information can be exchanged via ad hoc mode (p.57).

✱ Please refrain from entering personal details, such as a real name, address, or phone number.

RECEIVED PROFILES

See user profiles received via ad hoc mode. Up to 50 user profiles can be stored. After this, they will be automatically deleted to make room, starting with the oldest.

Press the ▣ button to display the Edit Menu. Here you can add comments to profiles, or lock them to prevent them from being deleted.

In this menu, you can edit game settings and save your game progress.

Options

MUSIC / RHYTHM GAME BUTTON VOLUME / SOUND EFFECTS

Move the sliders to adjust these volume settings.

SCRATCH TARGET

Choose which surface will be used for scratching: the touchscreen, rear touch pad, or both.

VOCALS WHEN FAILING

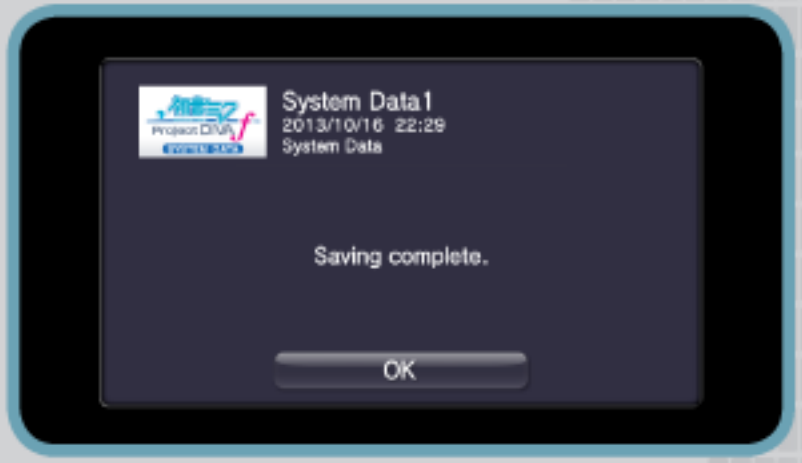
Here you can set whether song vocals are interrupted when you miss a note. When set to “Sung”, your character will persevere regardless.

AUTOSAVE

This turns the Autosave feature ON or OFF.

SAVE

This saves the game manually. Choose a slot to save to, and select “Yes” at the prompt to save your game progress. There are three game save slots.



RETURN TO TITLE

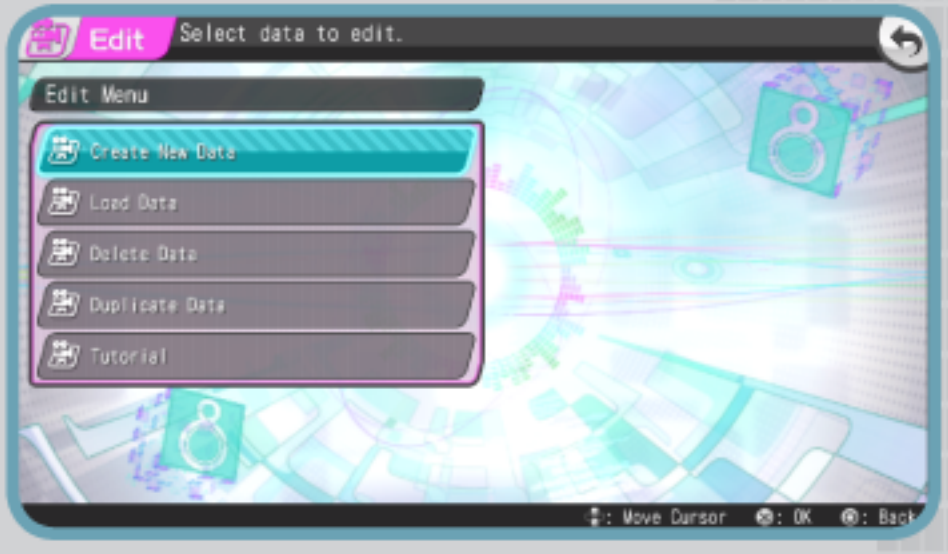
This will return you to the main Title Screen.

—Caution when saving data—

- While Autosave is turned ON, if you manually save data to a different slot, that slot will become the destination slot of subsequent Autosaves.
- If Autosave is turned OFF, you will lose unsaved progress when you return to the Title Screen.
- System data is saved automatically when exiting Edit Mode. However you will have to manually save any Edit Data you have created (see p.36).

36 EDIT MODE

Build your own videos and Rhythm Game data in Edit Mode.



Edit Menu

CREATE NEW DATA

Create a new Rhythm Game or video.

LOAD DATA

Load Edit Data and edit it.

DELETE DATA

Delete data.

DUPLICATE DATA

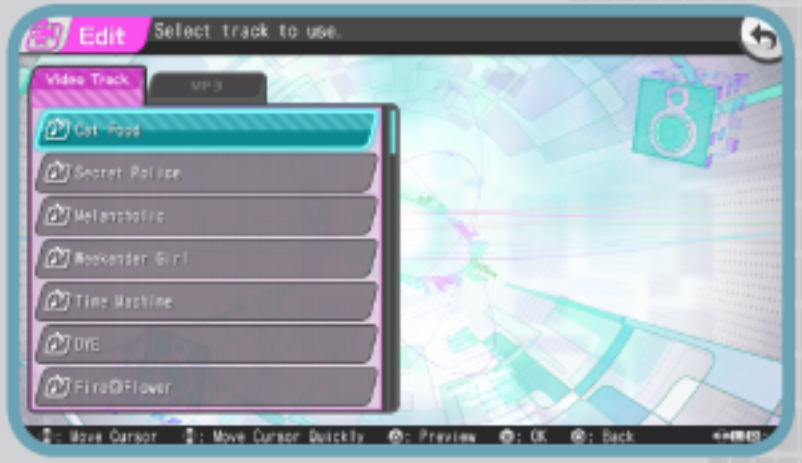
Copy Edit Data.

TUTORIAL

Watch the Edit tutorial.

37 EDIT MODE

Your First Edit



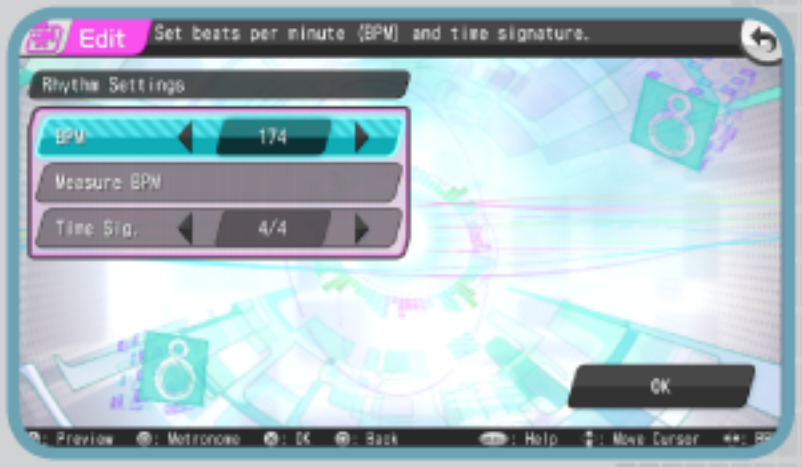
1) SELECT “CREATE NEW DATA”.

2) SELECT A SONG TO EDIT

You can choose in-game tracks, or MP3 tracks stored on your memory card.

3) SET BPM AND TIME SIGNATURE

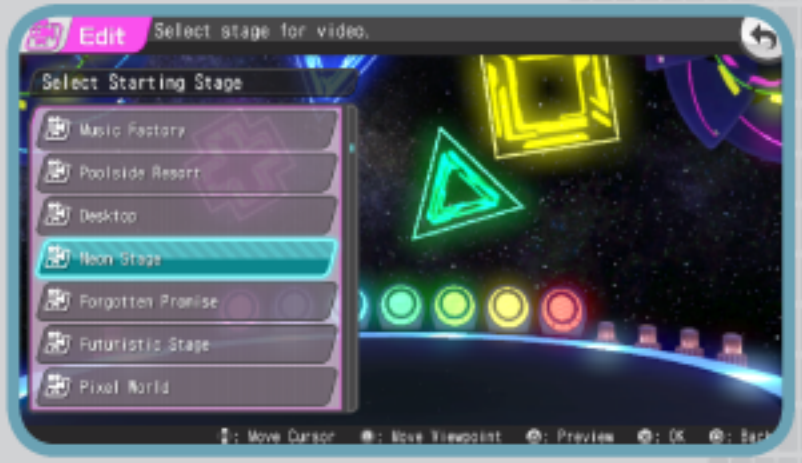
Set the tempo of the song. For in-game tracks, the correct tempo will be displayed for reference.



- BPM: Beats Per Minute, or BPM, is a measurement of the song’s tempo. If there are 120 beats in a given minute, then the song speed is 120BPM. The higher the number, the faster the song and Melody Icons.

4) SELECT A SOUND STAGE

Select the first stage your song will start with. This can be changed or added to later. Press the △ button to preview.



5) SELECT MODULE

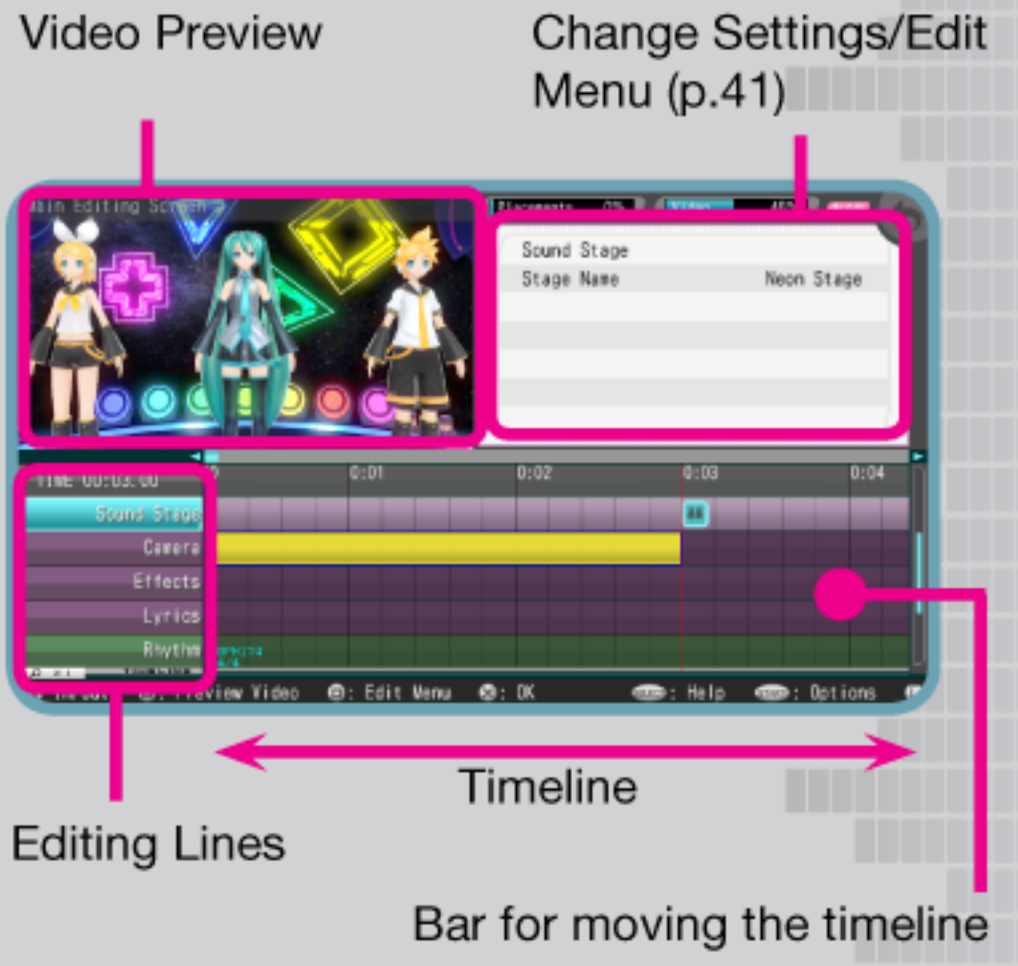
Select characters and Modules to use in your video. Select "CUSTOMIZE" and set EDIT 01 through 03 to performers of your choice. Use "Switch" to choose a different character.

6) START EDITING

With all the prep work out of the way, select "START EDITING" to get started.

Editing Basics

The timeline (horizontal axis) shows the track time and the song's measures. Use the left and right buttons to position the bar on the timeline to set a place for an edit or preview. Press the △ button to see a simple preview of the edited video. For a full preview, select "Watch" in "Edit Options". Position the bar where you wish to insert something, then select a dance, background for the character, marker for the Rhythm Game and more from the left-hand menu. Use the up and down buttons to scroll to "Character" or "Stage" lines, and the ✕ button to open the Change Settings Menu.



Once you've chosen something to place in your video, a box or icon will appear on the timeline.

ADJUSTING TIMELINE ITEMS

To open the settings and presets menu for this box or icon, align the bar with the left edge of an icon you've positioned and press the ⊗ button.

DELETE PLACEMENT

Position the bar over the left edge of the icon and press the ▣ button. Select "Delete" from the "Edit Menu".

COPY PLACEMENT

Position the bar over the left edge of the icon and press the ▣ button. Select "Copy" from the "Edit Menu" to duplicate the placement.

- **Placements:** Fills up as you place more objects and characters.
- **Video:** Fills up depending on what kind of assets you use, such as animations and transitions.
- **AR Mark:** Indicates that this Edit Data can be used in AR Mode. However, going over a certain capacity will disable this.

Edit Menu

Press the ■ button on the Main Editing Screen to display the Edit Menu (see p.40 for copying and deleting).

SET LOOP

When set to ON, a simple video preview of your Edit will loop between the start and end points you've designated.

REGISTER TO PALETTE/EDIT PALETTE

Select an Icon on the timeline to add to your Palette. Palettes you added will be registered to the "Preset" list in each menu for easy access. Palettes are saved with the system data, so you can use them on new Edit Data as well.

CHANGE BOX COLOR

You can change the color of boxes (marked sections on the timeline) for the Camera, Chance Time, and other time markers here.

RETURN TO PREVIOUS MARKER/JUMP TO NEXT MARKER

Move along the timeline according to the markers you have set.

Markers

Use markers to set the end point for songs and videos, and place references on the timeline.

INSERT MARKERS

Place a variety of colorful markers anywhere on the timeline to make editing easier. These can be easy references for things like: “Chorus starts here” or “Dance changes here” etc.

SET TRACK START TIME

Set the start point of the song. By setting the start time to a negative number, you can insert a pause at the beginning of the track.

SET TRACK END TIME

Set the end point of the song using the timeline bar.

Characters

SHOW MODEL/SHADOW

Show or hide character models and shadows.

CHARACTER POSITION

Set your performer's position and movement here.

Set Starting Position: Enter start position.

Set Ending Position: Enter end position.

ANIMATION

Choose an animation from the list and set it for your character. After placing it on the timeline, select its icon and press the ⊗ button to edit other aspects of it.

Play Speed: Change the animation's speed.

Play Start Time: Set the starting point of the animation.

Transition: Enable or disable a transition where two different animations are joined.

Transition Length: If you have a transition turned ON, you can set its length here.

ITEMS

Choose an item for the performer to hold during the video. Some items have specific animations which may deactivate animations that you've already set.

EXPRESSION/FACIAL EFFECT/LINE OF SIGHT/BLINK

Select the performer's expression and line of sight from the list. Pick and mix to give your performers a splash of personality.

LEFT HAND/RIGHT HAND

Customize the performer's hands with options like "Open Hand", "Peace", and many others.

LIP MOVEMENT

Set how the performer's mouth moves.

* You can set transitions for hands, lips and other features you've animated by selecting them on the timeline and pressing the ⊗ button.

Sound Stage

Select a Sound Stage for your video from the list. If you want to set more than one stage, be careful not to exceed your Video capacity.

Camera

On this line, you can set how the camera moves in your video. There are presets to choose from, and you can specify the camera's angle and positioning in "Change Settings". Add a Key to change how the camera moves.

Edit Key: Edit settings for a Key you've inserted (points on the camera's movement) and make detailed changes to the camera movement.

Add Key: Add a Key to a Box (marked section on the timeline) for which you've set the camera.

Delete Key: Select a Key and delete it.

Effects

Select hearts, petals, and other effects from the list to add some flair to your videos.

Lyrics

Enter the song lyrics. Select a position for lyrics to be entered, and press the ⊗ button to set the display time.

Rhythm

Change the tempo and time signature (p.37). If the tempo changes mid-song, it can be adjusted here.

Targets

INSERT TARGETS

Set the timing for your musical targets to appear.

Normal Input: Place targets manually. Move the timeline bar to the desired location, and press the corresponding button to drop a target. To place Double Targets (represented by Arrow Icons), press the action button and its corresponding direction button. For Long Targets (represented by the Bar Icons), hold the button and use the left and right buttons to set the target's release point.

Triplet Input: Set a range for Triplet Targets. This will allow you to squeeze three targets into a quarter note or eighth note.

Real Time Input: Enter targets in time to the music, just like you're playing the game.

POSITION TARGETS

Decide where targets appear on the screen. Select from a list of presets, or enter targets manually using "Normal Input".

Normal Input: Move the bar over a target, and press the ⊗ button to select it. Press the directional buttons to move the target, and adjust its direction with the left stick. Press the ⊗ button to lock in the change.

Chance Time

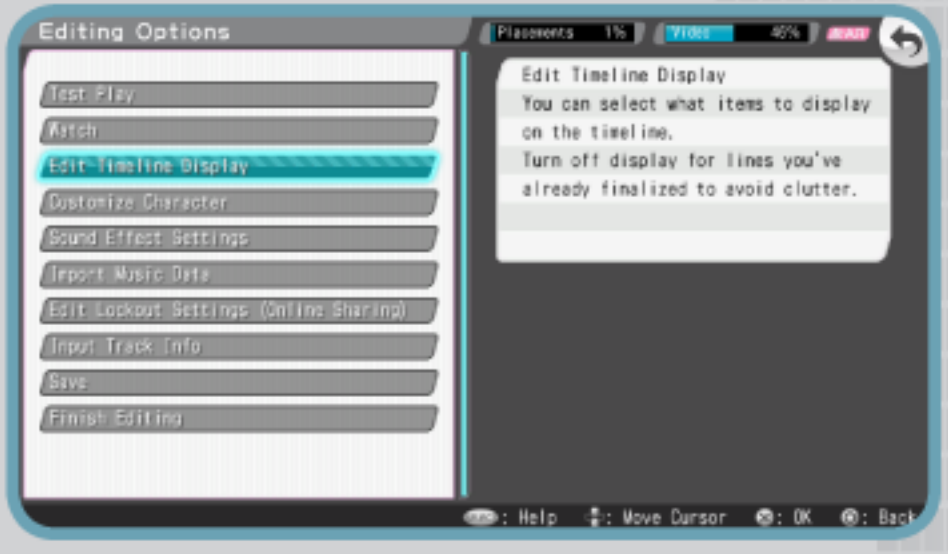
Create a Chance Time range by moving the bar to a start point, then select “Set Chance Time”. Next move the bar to the Chance Time end point. A Chance Target will be placed here automatically.

✱ Note that you cannot set Bonus Events in Edit Mode.

Technical Zone

Just like Chance Time, move the bar to a timeline start point, and select “Set Technical Zone”. Then move the bar to an end point to set its final position.

Edit Options



Press START at the Edit main menu to display the following options:

TEST PLAY

Test out how your newly edited data plays as a Rhythm Game.

WATCH

Watch your Edit as a video.

✱ To toggle the time/beats display during “Test Play” and “Watch”, press the SELECT button.

EDIT TIMELINE DISPLAY

Toggle which lines to display to the left of the timeline. Hiding menus you’re not using makes the screen easier to navigate.

CUSTOMIZE CHARACTER

Change character Modules (p.38). You can also choose whether or not to display each character at their true heights.

SOUND EFFECT SETTINGS

Change sounds for button and scratch targets.

IMPORT MUSIC DATA

Import track data into the Edit you're working on. With this feature you can copy Rhythm, Target, Chance Time, and Technical Zone placements from another Edit Data you've downloaded. This can be a quick way to get started on a new project!

EDIT LOCKOUT SETTINGS (ONLINE SHARING)

Toggle the lockout settings for your edited data, and add password protection. This “lockout” takes effect when you upload password-protected data (p.54), and anyone who wants to edit it will have to enter the password.

INPUT TRACK INFORMATION

Enter a song name, author, and other comments. You can also set a recommended difficulty level using the directional buttons (the track itself will not change).

SAVE

Save Edit Data. Edit Data is not saved automatically. Changes will be lost if you exit the mode or open up a different edit without saving.

FINISH EDITING

Complete the current edit, and return to the Edit Menu. If you wish to save the Edit Data, please do so before selecting this menu item otherwise your work will be lost.

53 NETWORK

Share Edit Data and user profiles via PlayStation®Network or ad hoc mode.

* User profiles can only be shared via ad hoc mode.

ABOUT NETWORK

Before you can use Network Mode to share Edit Data, you will need an internet connection and a Sony Entertainment Network account.

Please visit http://us.playstation.com/psvita for more details.

Please note that Network Mode service is subject to cancellation without advance notice.

Sharing Data

Upload and publish your Edit Data at the menus below. You can also search for and download Edit Data published by other users.

YOUR DATA

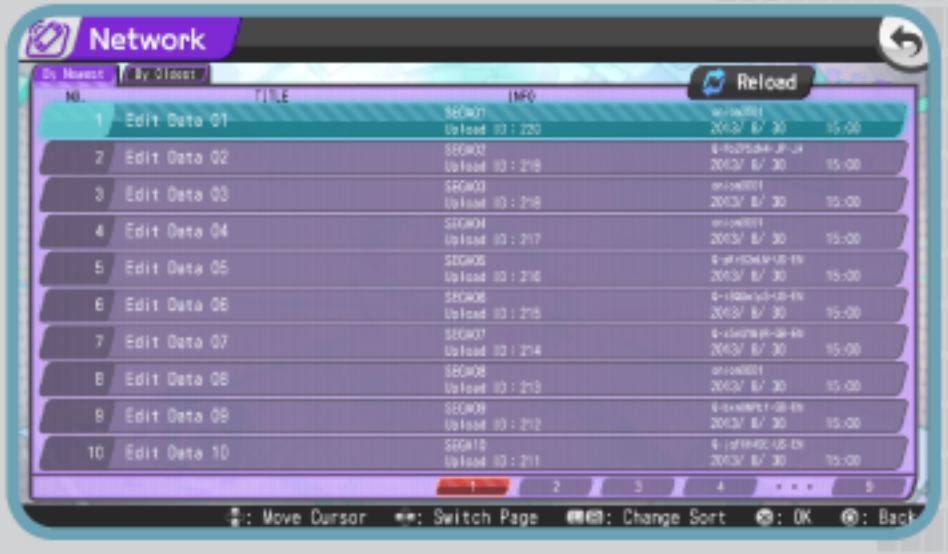
Upload Edit Data you've made to the online server. You can also check here to see how many times it has been downloaded. Select "Refresh" to see the most recent status.

DATA SEARCH

Search by using the onscreen keyboard to enter an Online ID, or select someone from your Friends List. Any data that this user has uploaded will be available for download here.

ONLINE DATA LIST

A list of all the Edit Data that users have uploaded. You can download Edit Data from this list.



Online Data List

SAVE EDIT DATA

Choose an Edit Data from the list and download it. Then select “Save Edit Data” to choose a save slot. Selecting a slot with existing data will overwrite that Edit Data.

PLAY EDIT DATA

From the Home Menu, select “Rhythm Game” ➔ “Edit Play” (p.11). AR Live compatible data can also be played in AR Live (p.30)

Add to Favorites

Edit Data downloaded via the internet can be added to your Favorites in Edit Play. If you add Edit Data to your Favorites in “Edit Play”, its creator’s Favorites count will increase the next time you connect to the internet.

CAUTION WHEN RE-UPLOADING EDIT DATA

Edit Data downloaded over the internet or via ad hoc mode can be re-uploaded to PlayStation®Network. However, if you re-upload Edit Data that has not been changed at all, it will be marked on all lists as a “Re-upload”. If you add a re-uploaded Edit to your Favorites, it will add to the “Favorite” count of the original author.

Ad Hoc Mode

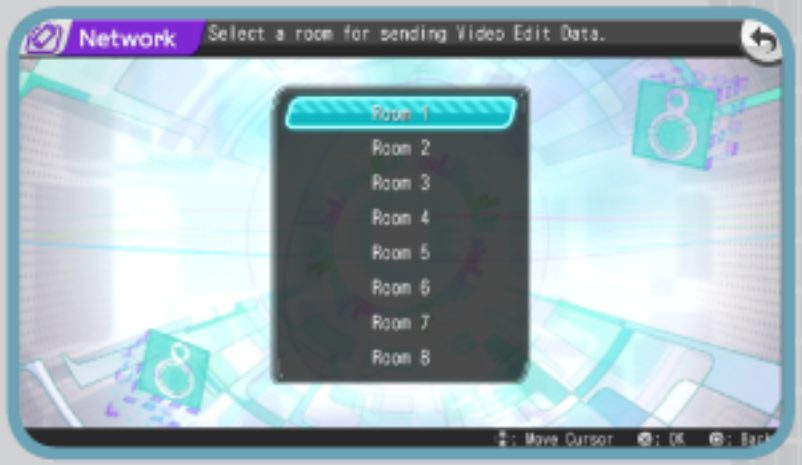
Use ad hoc mode to share Edit Data and user profiles.

SEND EDIT DATA

Send an Edit. Load the Edit Data you wish to send, and select a room. Check and select the name of the person you wish to send it to.

RECEIVE EDIT DATA

Receive an Edit. Select the same room as the person sending. Once you connect, a menu will be displayed. If you wish to save, select “Save Edit Data”, then a slot to save it to.



SEND PROFILE

Send your user profile. Choose a room, find a user's name you know and select it.

RECEIVE PROFILE

Receive a user profile. Select a room, check the name of the person sending and enter. On receiving the other user's profile, yours will automatically be sent.

Caution

When exchanging user profiles, the user that selects "Receive" will also send their profile. There is no method to only send, or only receive. Please do not enter personal information. See "Records" (p.33) for details on user profiles.

59 ADD-ON CONTENT

Additional content may be available for the game from PlayStation®Store. Be sure to check!

PlayStation®Store PURCHASE AND DOWNLOAD

From the home screen, select “PlayStation®Store”. Next select “Game” ➔ “Add-On Contents” to download contents for this title.

For details on operating the PlayStation®Vita system, please refer to the User Guide (online manual) at http://manuals.playstation.net/document/en/psvita/index.html. When purchasing content, be sure to read the PS Store explanation carefully.

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Libogg-1.2.2

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libvorbis-1.3.2

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For more information on this game please visit

www.sega.com

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEISURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEISURES

USE AND HANDLING OF VIDEO GAMES TO REDUCE THE LIKELIHOOD OF A SEIZURE

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

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